PatternMaker Version 7.5
Quick Start manual

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1   STARTING PATTERNMAKER

To start PatternMaker, double-click on your desktop your PatternMaker 7.5 **shortcut icon**:

You may also go to Start > Programs > PatternMaker Software > PatternMaker 7.5 and select PatternMaker 7.5

MEASUREMENT UNITS

PatternMaker allows you to use either centimeters or inches as measurement units.
When you start PatternMaker for the first time, you will be asked which units you want to use.

Select the preferred option from the Units form and click OK. PatternMaker will remember this setting.

To change your personal preference for the current drawing, go to Settings > Configure > Measurement units and choose the right option from the roll-down menu.
Click OK to apply the change (for this drawing only)

If you want the program to remember your change of preferred units go to Settings > Configure default > Measurement units and choose the right option from the roll-down menu. Click first the "Apply" button and then click OK.

You can check your units settings in the Status bar. The position of the mouse coordinates will show the used units.
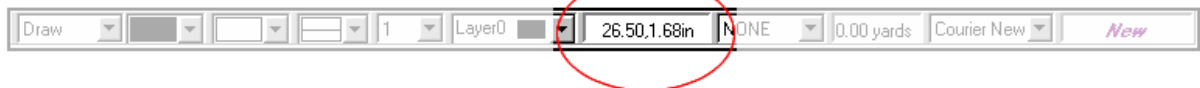
START FORM

When you open PatternMaker a Start form "Welcome to PatternMaker" will open.
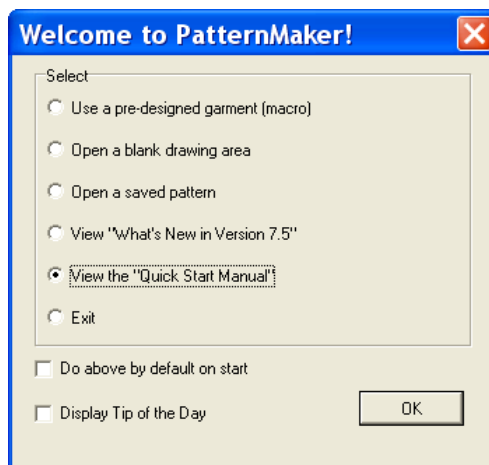
You can select what you want to do:
- use a pre-designed garment, this means you run a collection (macro)
- open a blank drawing area (a blank page)
  When you select "Open a drawing area" you can use all available features in PatternMaker.
- open a saved pattern (a saved drawing in a file)
- view the Quick Start manual:
  In the Quick Start manual we will teach you how to use PatternMaker and his basic commands.
- Exit the program

When you always want to use the same option you can set this by checking the box "Do above this by default on start"

Every time you open PatternMaker "a Tip of the day" is showed. You can hide these by unchecking the checkbox.

2   REGISTRATION

When you load PatternMaker, it will run as the Basic Viewer. The Basic Viewer will run and print the pre-designed made-to-measure patterns. It has some commands for arranging the print layout (*see the chapter Commands*). It does not have any other drawing or editing features for making your patterns.
You have to register when you want to try a free 30-day demo of a higher version (DeLuxe, Professional or Grading Studio), or when you have bought one of these higher versions which will give you access to more features.
When you ask for a demo or have bought the program, you will receive (by mail) a **serial** number that you need for registration.

PROCEDURE:

1.   Registering is done on internet, therefore you will need an **internet connection** for registering. If you do not have an internet connection on your computer/laptop please contact us for manual registration.
1.   Registering can only be done when you run PatternMaker as an administrator.
   - Click with your RightMouse on the icon of PatternMaker on your desktop or via the Start menu.
   - Select "Run as administrator".
   - A Windows message appears if you want to allow opening PatternMaker.
     Click Yes.
     PatternMaker will open.
   - Select in the Welcome form "blank drawing area" and click OK.

   When you want to register without selecting the Run as administrator option, you will get a message about the way you need to register.
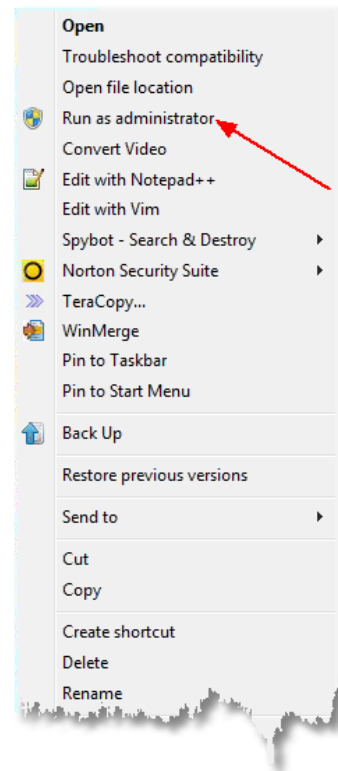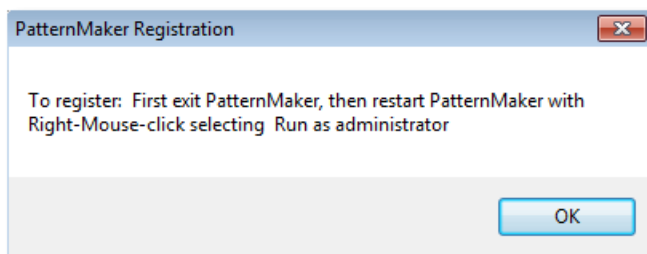
3.   Select in the menu Settings ->Register. The Register dialog box opens:
4.   Type in your name, email address, and the serial number you received when purchasing PatternMaker or when you asked for a demo.
5.   Click "Ok."
6. You will get a message that you are successfully registered and that it is necessary to exit the program and start it again.
   After restarting, PatternMaker will have the required features. You can open PatternMaker in the normal way without the Run as administrator option selected.

You have two on-line registrations, this means you are allowed to install the software on two computers for own use.
When the registration could not successfully be done (eg. because you have no registrations left or you do not have internet connection) you will get a message for the reason. When this reason is not helpful, please contact us by mail.
If you buy a new computer you can contact us also for a new on-line registration.
 support@patternmakerusa.com

3   THE PATTERNMAKER SCREEN

To use PatternMaker effectively it is important to know the following about this program:
- *First you select the command and then you select the objects or points.*

- *In the command line (the blue bar) you communicate with the program.*
  Every command has several steps to go. Read the command line carefully after each step of the command.
- *Do not click and drag your mouse.*

PATTERNMAKER SCREEN

You open PatternMaker by clicking on the "needle and thread" icon on your desktop or by clicking Start/Programs/PatternMaker Software/PatternMaker 7.5.
When you choose for "Open a blank drawing area" you will see the following screen
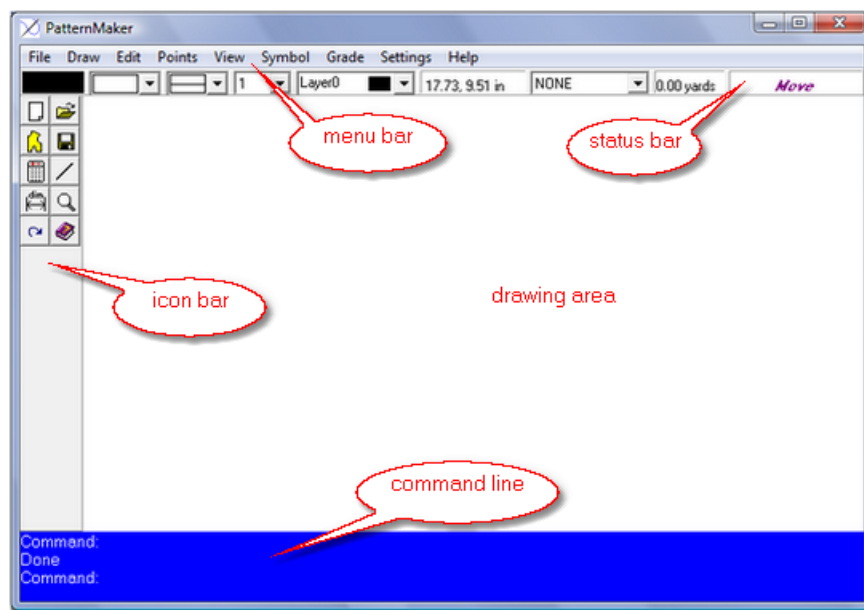
PatternMaker screen

MENU BAR

In the menu bar you will find all the commands to select.
Which menus and commands you will see, depends on the version you are using (after registration).
Just click on a menu and a pull-down menu will be opened to select your command.
If a command is greyed-out, it can not be selected at the moment, because you are in the middle of another command or nothing is drawn yet to edit.

Edit menu
The edit commands affect entire objects (Move, Rotate, Cut, Erase, etc.)
Points menu (not visible in Basic version)
The points commands affect editing individual points (Delete Vertex, Move Vertex, Rotate vertex etc.)

STATUS BAR

In the status bar is defined how you are drawing your patterns. With which color, which line type, on what layer etc.
In Settings/configure you can change the default settings for the present drawing. When you want to change the setting of the current drawing you can also click on a pull-down menu in the status bar and select another option.
If you want to change and save your settings for future drawings go to Settings > Configure default > Settings
Change the items you want by selecting the right option from the roll-down menu or by typing in the

numbers.
Then click first the "Apply" button and then click OK.

Check the right side of the status bar to see the current command or most recent command.
A command name appears in **green** if it is active (the current command), and appears in *purple* if it is inactive (the most recent command).
If the command appears in green you have to finish the command before selecting another
or you have to cancel the command if you do not want to go further by hitting the ESC button and select Cancel command in the RightMouse menu that appears.

ICON BAR
The most used commands are shown in the icon bar at the left side. You will only see the icons which can be used at the moment.
The icon bar changes constantly depending on the command.
Just click on an icon and the first prompt of the command will appear in the command line.
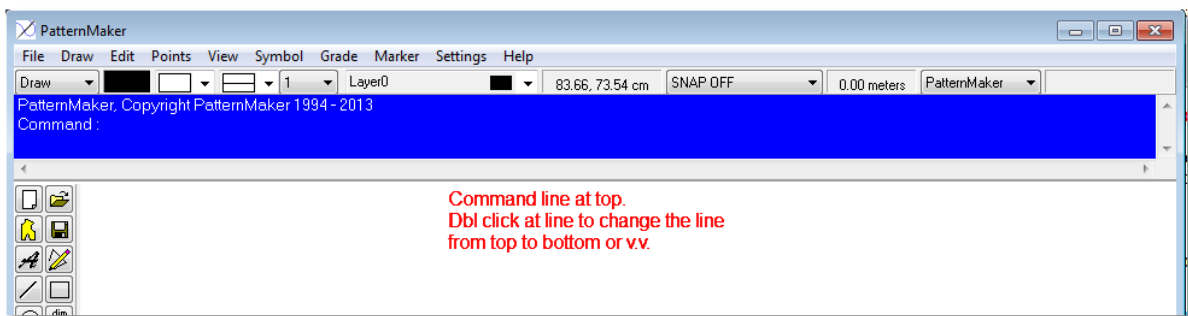
DRAWING AREA
By default the drawing area is set to white.
When you would rather draw with a black background you can change this in Settings/Configure default.
A black background shows better the lines and points at the screen.
When you change the background PatternMaker will change the drawing color black for the first layer automatically to white.

COMMAND LINE

Check the command line for information on what the program is expecting you to do.
Each selection of a command is followed by certain program prompts.
Read these prompts carefully and respond by selecting a command, an object or point(s) or by typing in numbers.
The prompt returns to "Command:" when the previous procedure (command) is completed.
The last prompt is always the question to answer.

Change the position of the command line by double-clicking on it.
The command line can be placed on top just under the status bar or at the bottom of the screen.
When you double-click on it, the position changes.

4   CREATE A MEASURE TABLE

Before you can start creating patterns you need to get correct measurements of the person. And these measurements need to be entered into PatternMaker's Measurement Table.
PatternMaker Collections use measurements tables to store different sets of measurements. Both standard size tables and personal custom measurement tables can be used with PatternMaker collections. Standard size tables are already included with the program, but to make garments that fit you perfectly, you need to store your own measurements in a measurement table inside the program. Once a measurement table is created, your measurements are stored permanently, so that you do not need to keep entering them every time you want to create a new pattern. You can make as many measurement tables as you want to be able to make garments for different persons.

Every Designer of Pattern Collections can use his own pattern drafting system with his own measurements. This means that a specific measurement table has to be used with Pattern Collections of that designer. Read always the instructions of the designer for the Pattern Collection and create the right measurement table using the right measuring instructions.
When running a macro of designer A PatternMaker will show only measurement tables made with the template Measure Table of designer A, it is not possible to connect other measure tables.
Note: *even experienced tailors should follow measuring instructions, as some of the measurements could be taken differently to what you are used to.*

TAKE YOUR MEASUREMENTS
- Use the right measuring instructions for the macro you want to run.
  For the free macros in PatternMaker you have to use the "Leena_default_women" Measuring instructions. If you don't have a printed copy, use the PDF version, that is installed with PatternMaker.
  To open this PDF file:
  - Open PatternMaker and select "Open a blank page" in the Start screen.
  - Select "Create Measurements" from the Settings menu.
  - Select (just left click) the file "Leena_Default_women.mmt". A "View PDF" button is showing.
  - Click this button and the PDF file of the measuring instructions/form will be opened.
  You can print out this form and/or fill it in.
- Follow carefully the instructions and the diagrams to take your measurements as described.

CREATE A MEASUREMENT TABLE
- Open PatternMaker. Select "Open a blank page" in the Start screen.
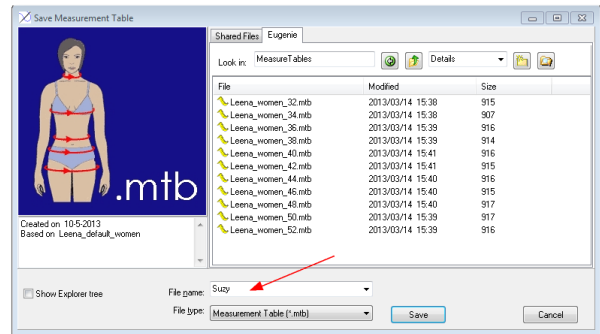- Select "Create Measurements" from the Settings menu.
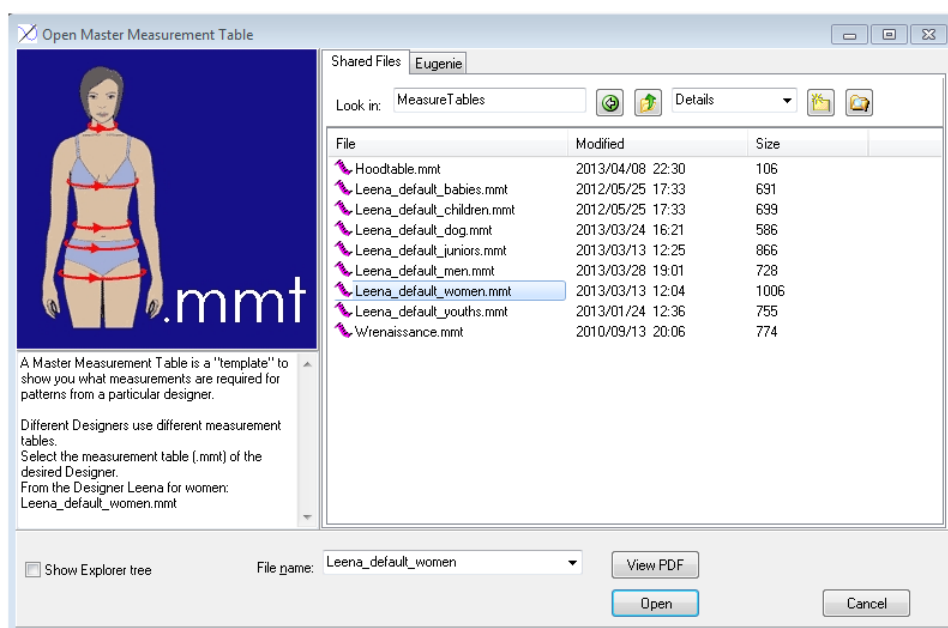
- Open the file "Leena_Default_women.mmt". This is the "template" file containing the default measurements for women of the designer Leena.
- Enter your name in the field labeled "Measurement Table For:".
- Enter the requested measurements from your measurement form. You can go down with the Tab button or the Arrow keys on your keyboard.
- Each measurement will show a picture and a description how to measure. Follow these descriptions carefully. Do **not** type 20,5 (comma), but type 20.5

Create Measurement Table

Save Measurement Table

- When you are finished, click the "OK" button.
  PatternMaker will automatically open the right folder MeasureTables to save your table.
- The Save Measurement table form opens.
  In the "File name" field, type your name and click the "Save" button.
  Your measure table will be saved as Suzy.mtb

You can create as many measure tables for as many different people as you wish.

EDIT MEASUREMENT TABLE

When you want to edit your saved measurements, use the Edit Measurements command in the menu Settings.
Select the saved table you want to edit and open it.
Change the measurements you want to edit and save the table again.
When you want to save the table with another name select the **Copy Measurements** from the Settings menu. You can edit the saved table and save it with another name.

5 RUN A MACRO

In PatternMaker you can use a pre-designed garment, this means you run a pattern collection (macro), to make garments made-to-measure.

When you use the Basic Viewer of PatternMaker or try out a demo of a higher version you will get 3 pattern collections of the designer Leena free installed with the program.

In the Free Stuff folder you will find:

- a fitting bodice
- a pants - pleats or darts
- a collar collection

To use one of the installed Pattern Collections follow the steps below.

- First open PatternMaker with the PatternMaker icon on your desktop or
  via the Start bar > Programs > PatternMaker Software > PatternMaker 7.5 and select PatternMaker 7.5

  You can run a macro in PatternMaker in 2 ways:
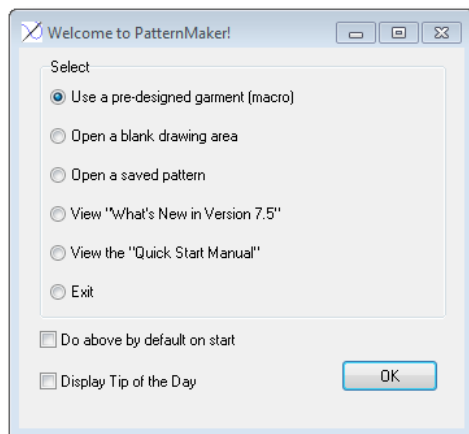
- Select "Use a pre-designed garment (macro)" in the Start form

  or

- Select "Open a blank drawing area" in the Start form.

  o Select the "Macro" icon from the icon bar at the left or select the command Macro from the File menu.

- The "Open Garment" dialog box appears. We will show you the steps to draft a Pants pattern from the Collection Free Stuff of the designer Leena.
- Select the designer Leena and click the "Open"button.
- Select the folder "Free stuff" and click the "Open" button
- Select the file "Pants - pleats or darts" and click the "Open" button.
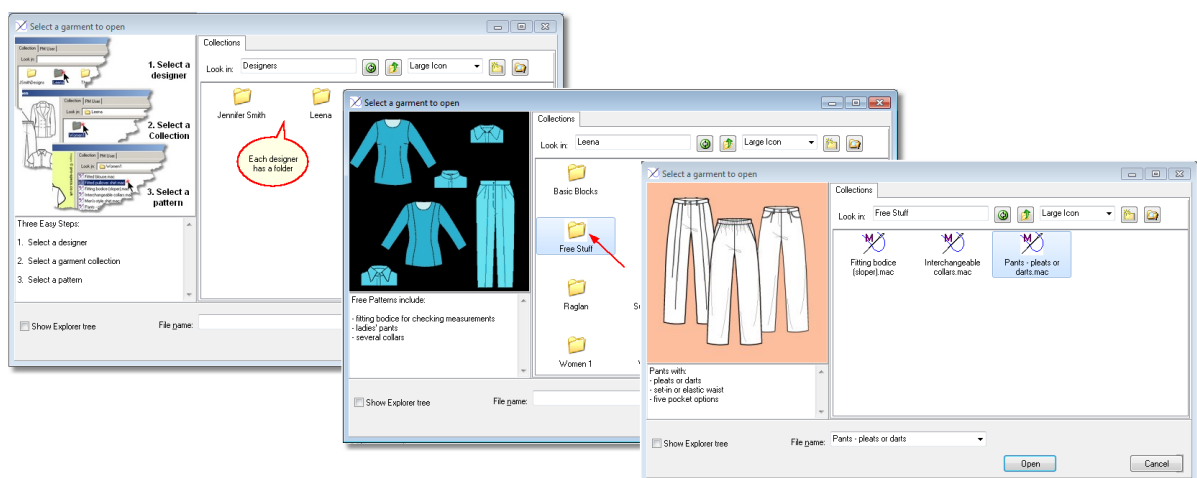
Tip: *At the left side of the forms you always will find a picture of the selected folder/file with a short description, for instance a pants picture and a short description of the Pants macro with the offered style options.*

STYLE OPTIONS

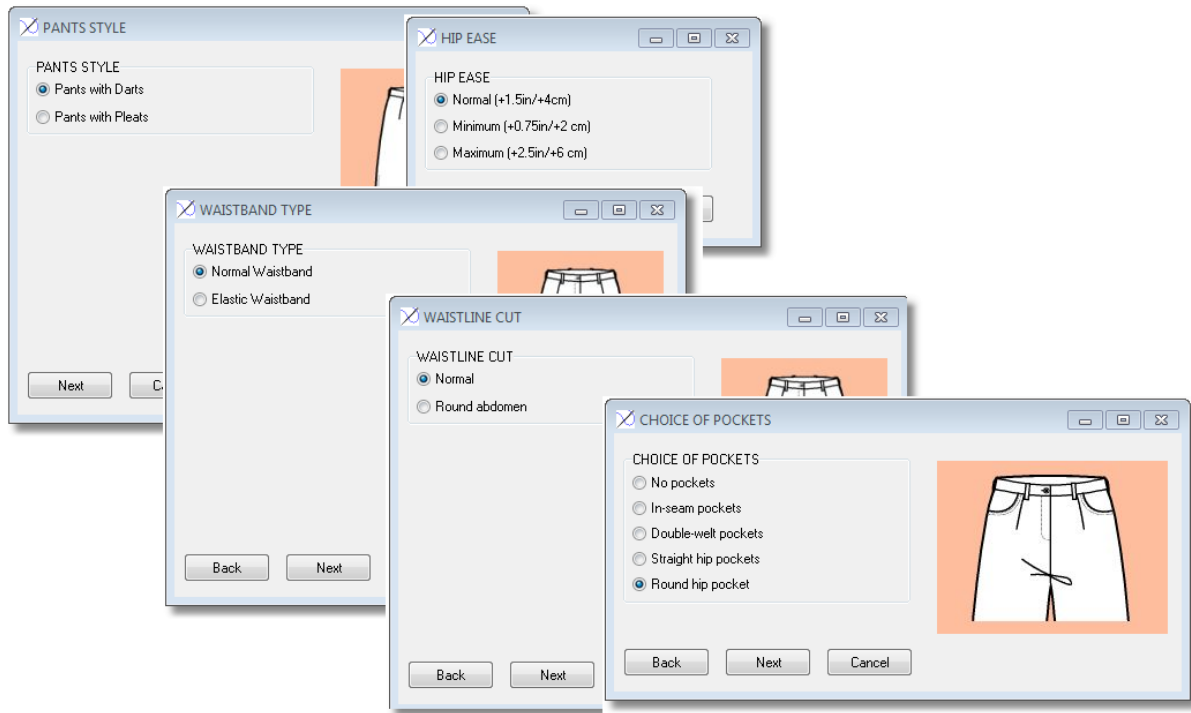- The macro will offer you now several style options that apply to the pants, like the pants style, the hip ease, the waistband type, waistline cut and choice of pockets.

- Make a choice in each box, and click the "Next" button.
  After the last option (Choice of Pockets), click the "Next" button.
- An "**Open Measurement Table**" dialog box opens. Only those measurement tables that connect with the used macro will show.
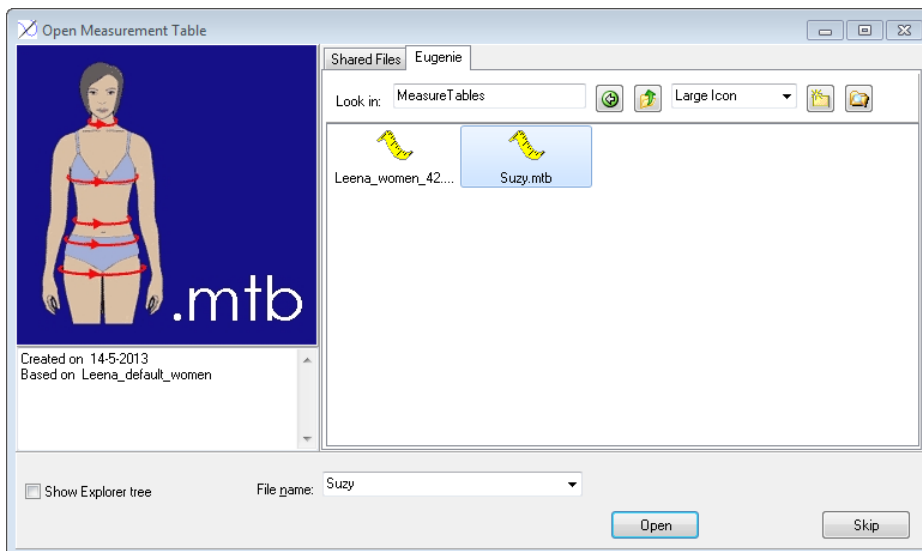
- Select the measurement table you have created before and click Open, or double click the right measurement table.
  Notice at the left side in the Notes box the notes that are automatically made when you saved the measurement table.
  Created on: 14-05-2013
  Based on: Leena_default_women
  This shows the date of creation and the used template measurement table (.mmt)
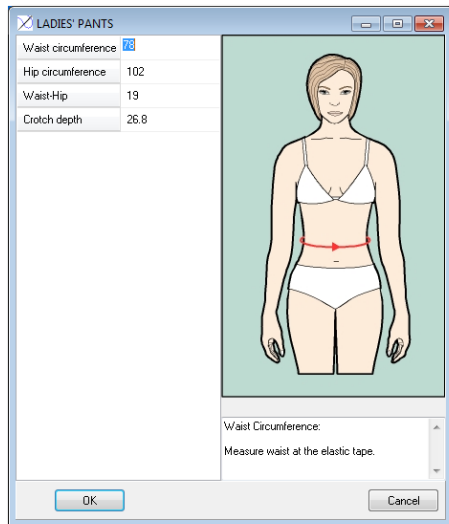
- If you click "**Skip**" in this "Open measurement table" dialog box, you can continue the macro without using a measurement table.
- The macro will prompt you to enter the body measurements for the pants manually or you can use the default measurements.
  Read the illustrated dialog boxes for measuring instructions.
- After entering the measurements click the OK button.
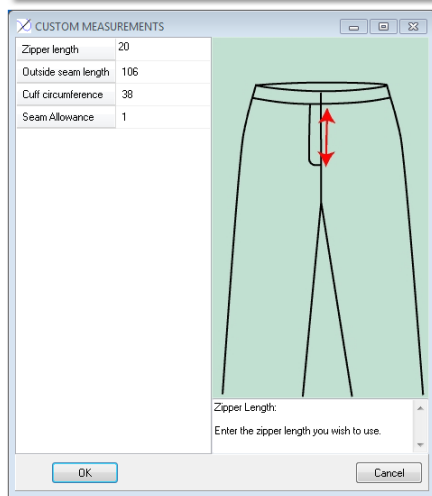
- The final dialog box **Custom Measurements** will show.
  In this box you will enter garment measurements that are not dependent on your body measurements. These can change from garment to garment. When you click a measurement it will turn blue, which means the measurement will be replaced by your typed value.
 A picture and a description will explain the measurement.
  You can click the Tab button to go to the next measurement.
- When you are finished entering your custom measurements click the OK button.

Note: Use the "Outside Seam" measurement to make shorts or pants of any length.
Note: A seam allowance of for instance 1 cm will draw an offset around the pattern of 1 cm. When you wish to have a pattern without seam allowance added, enter 0 as seam allowance.

Note: The shown Style Options and Custom Measurements are different for each Pattern Collection and depend on the style options the designer has programmed in the macro.

- PatternMaker calculates your pattern based on your body and custom measurements and it appears on the screen in the size and style you specified.
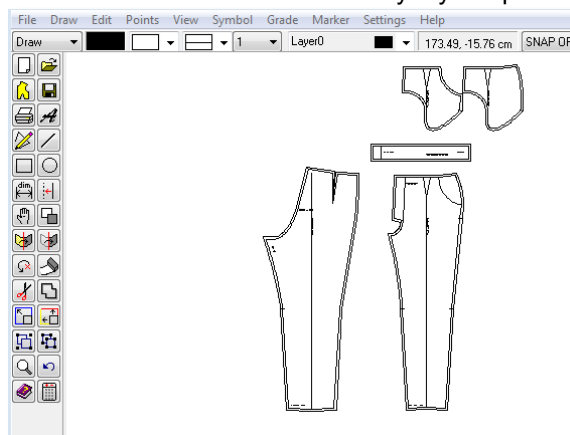
When you save the pattern (*see chapter Commands*) the information about the selected macro, the selected style options and measure table will be saved to the pattern in a .txt file.

All the PatternMaker Collections work using the same principle. You may use any of the other collections in the same way to create other patterns.

6   GENERAL

Read the User's Manual and use the Help file to find answers to your questions.
The .pdf file of the User's manual can be found through the Help/Manuals command

6.1 Mouse

Using the mouse effectively is very important in this program.
With using left mouse or right mouse clicks you give the program instructions to go on with the next prompt of a command.
This means that you should be **very careful with clicking your mouse and do not click too fast after eachother**.
If not, you can activate the last used command without knowing it.
Do not click and drag with your mouse! PatternMaker does not work this way.

Left-click the mouse (LM)
When left-clicking the mouse you start(select) a command or select things.
These things can be object(s), segments, point(s) or start or destination points.
When you select an object or point it will get highlighted.

Right-click the mouse (RM)
When you are done selecting objects or points right-click the mouse to finish the selection.
If the right-mouse help menu is turned on you, will get a special menu from which you can select what your next step will be.

RightMouse help menu (RM help menu)
When you click the right mouse the program opens a RightMouse help menu.
You can decide if you are finished(done) with selecting things, want to cancel the command, or if you want to continue with the selection.

When you do not want the help of the right-mouse help menu anymore, you can turn it off in Configure default/Settings.
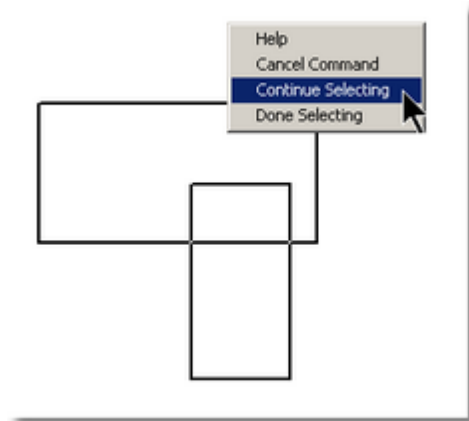
6.2 Command

In PatternMaker you first select a command, then you will select the object(s) or point(s) to which the command will be applied.
In the command bar you are asked questions about the commands which you have to answer. The last line is the question to answer.
Read carefully the command line to be able to give a good answer to the questions that are asked by the prompts.
Every command has his own prompts that will be shown.

ACTIVE COMMAND
Check the right side of the status bar to see the current command or most recent command.
A command name appears in **green** if it is active (the current command), and appears in ***purple*** if it is inactive (the most recent command).
If the command appears in green you have to finish the command before selecting another
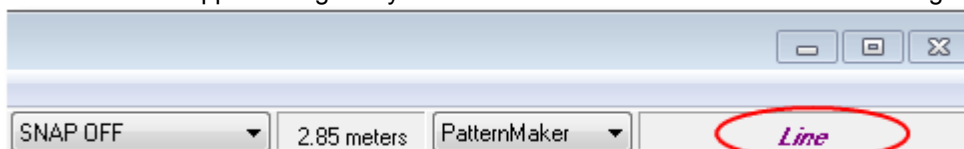
When you want to select another command while another command is active you have to cancel the current command by hitting the ESC button and select "Cancel command" in the RightMouse menu that appears. The last command will appear in purple again at the Status bar.

COMMAND IS GREY
If a command is grey in a drop-down menu or its icon is not visible, the previous command is still active or the command can not be used at that time (you can only edit an object after you have drawn something on the screen).
Finish the active command or select the <Esc> button to cancel the active command.

In the chapter Commands we explain the commands that are available in the basic viewer of PatternMaker.
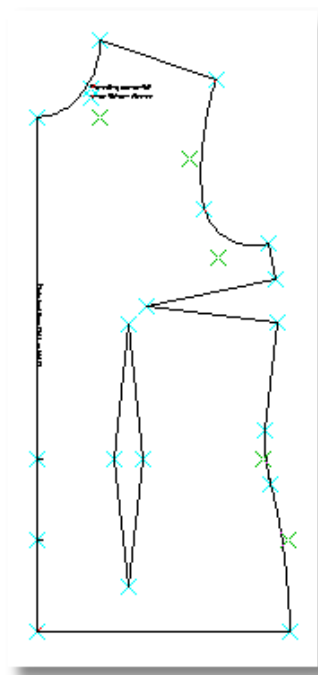
CANCEL THE COMMAND
If you do not want to go further with the active command you have to cancel the command.
Just hit the ESC button and select "Cancel command" from the menu.
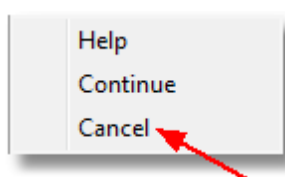
6.3 Selecting objects

Every object on the screen consists of one or more lines. Every line consists of vertex or points.
You can make the points visible with the <F5> key

The blue crosses are the **start and end points** of lines(segments).

The green crosses are the **curve points**; the place of the curve point defines the shape of the curve.
A curve consists always of:
- a start point(blue cross)
- a curve point (green cross)
- a endpoint (blue cross)

When an object is selected it is **highlighted**. The object has thicker lines as before. Look at this carefully when you are selecting objects, if all objects you wanted to select are highlighted.

You can select one by one the objects or points you want to select until you are finished and then click RM.

 ZOOM WINDOW

To select **everything** at once **in a specific ar**ea you can use the **Zoom Window icon** (or activated by typing a w instead).
- First select the command at the icon bar with **LM** for instance Move.
- Then select the Zoom Window icon in the icon bar (this icon will only appear in the "in between menu" which appears when you are in a command)
- The command bar asks :
```
Select the first point of the selection window.
```

Select with **LM** at a place at the left top of the rectangle you want to draw around the objects.(**point A**)
- Select the second point of selection window:
Select with **LM** the diagonal point of the first point, so at the right bottom corner of the rectangle around the objects.(**point B**)
All the objects within the selected area will be selected and highlighted.
- After that you have to confirm your selection with **RM** and PatternMaker will ask the next question of the command.

With the Zoom Window all the objects that are within the rectangle are selected at once. It is therefore a very handy tool with selecting when objects are not grouped together like the pattern, the grain line, the text etc.

Tip: You can activate the Zoom Window command by typing a w on your keyboard.
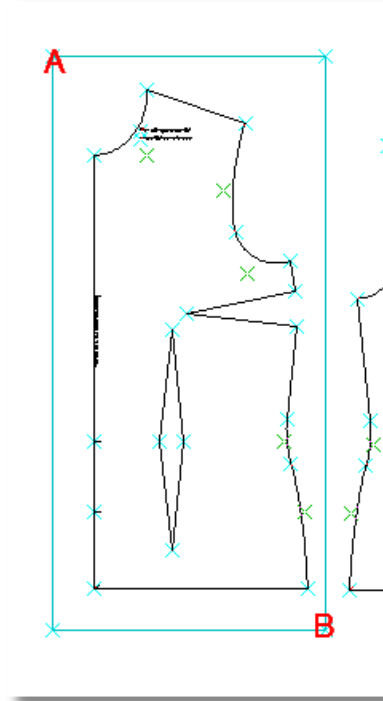
ZOOM ALL

To select **everything on the screen** at once you can use the **Zoom All icon** that appears in the icon bar when in the middle of a command.
(also activated by typing the a instead)

DESELECTING OBJECTS
When you want to deselect an object or point that was selected, you place the mouse cursor at the object or point and click at again with LM. The selected object will be deselected again (it is not highlighted anymore).

6.4 X and Y coordinates

In PatternMaker we use the X and Y-coordinates a lot. It seems complicated, but it is not a big deal. When you want to move an object or a point a certain distance, you have to work with the coordinates. PatternMaker needs to be told how much, from where you want to move the object.

Every point on the drawing screen has a X and a Y coordinate, we note this as X,Y (= X comma Y).
The X defines the **horizontal** place on the drawing area,
the Y the **vertical** place on the drawing area.
the comma separates the X from the Y
When PatternMaker is opened the Base point (0,0 which means X=0, Y=0) is at the left bottom corner of the screen. You can verify this by moving the mouse cursor to the left bottom corner. In the status bar the mouse coordinates are shown.

Moving the mouse cursor will give the following results:
- the X coordinate: moving to the right is positive, moving to the left is negative (see picture)
- the Y coordinate: moving up is positive, moving down is negative (see picture)
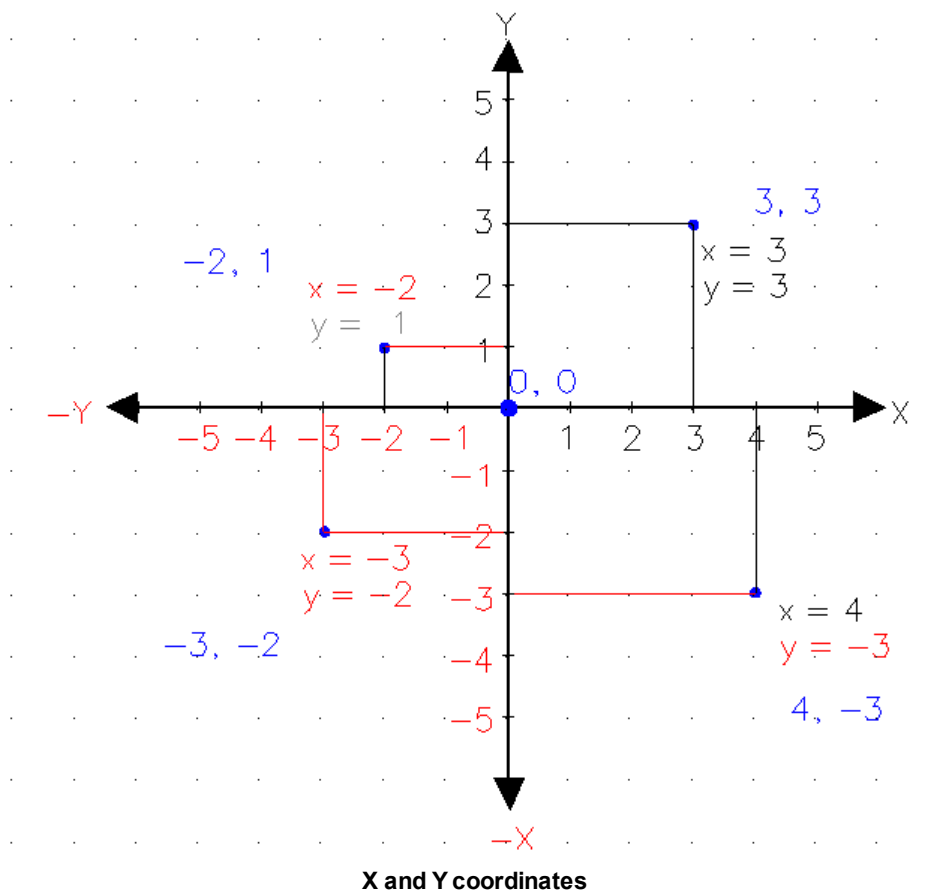
X and Y coordinates

In PatternMaker we work a lot with **relative coordinates**; coordinates measured from another point. For instance when you want to move an object 5 cm to the right, you have to tell PatternMaker the place to start the move and the distance you want to move.

The *place to start the move* is selected as the **Start point**:
You can select the Start point with a **LM** click when you want to select a certain object or point on the screen.

The *distance of the move* is the **Destination**:
You can select the destination with a LM click
or when the destination should be calculated from the selected Start point you can use the keyboard to enter precise coordinates.

Type a < **r** > before the coordinates to have the destination calculated from the Start point (relative point).

Example:
Type in as destination : **r5,0** <**Enter**>
r   : means that distance is calculated from the selected Start point
5   : X = 5 (5 cm to the right)
,   : seperates X from Y
0   : Y = 0 (0 cm up or down)
Enter   : After entering numbers on the keyboard always click the <Enter> button; this indicates you are done entering numbers.

Note: When you have to type in the coordinates and you do not use the r before you type the X,Y values, the point will go to the real X,Y place at the screen (which is not what you wanted).

6.5 Snap functions

Using Snap functions in PatternMaker is very important to be able **to draw** very precisely. It is a very handy tool to use with the commands in PatternMaker.
Snap means that a point is made **magnetic**. When you want to start a line at precisely the endpoint of another line, you can only do that by turning the snap Endpoint on.
Click in the Status bar at the Snap Off field and select Snap Endpoint, then move with your mouse over the points of an object. See how the color of those points changes, it can become purple or it is showing yellow crosses depending on the used Snap function. The points become magnetic and can be easily selected now.
You can activate the snap functions in:

The In-Between-Menu: **In the Status bar:**
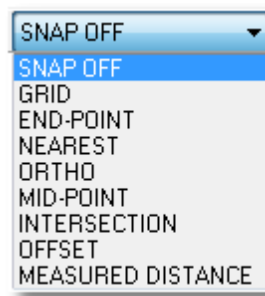
You can also select a snap function with the Ctrl F keys. Examples of this are:

Ctrl F1 - Snap Off   = No points are magnetic
Ctrl F3 - Snap Endpoint = Every point (blue or green) is magnetic
Ctrl F5 - Snap Ortho   = It wants to be horizontal or vertical
Ctrl F6 - Snap Midpoint = The center point between two blue points is magnetic

At any time you can select a different snap function. Sometimes it is necessary to change from one snap function to another snap function to be able to select the right point in your drawing. See the manual for more information.

6.6 View

For getting a better view (zoom and pan) at your pattern you can use some hotkeys on your keyboard:
Zoom:
<End>   **Zoom All** = to see the entire pattern
<Home>   **Zoom to mouse** = to zoom at a specific section
                          Place the mouse cursor on the place to zoom in
                          and click Home
<Page Up>   **Zoom out** = to view further away
<Page Dn>   **Zoom in** = to view closer
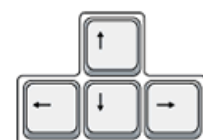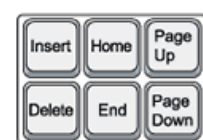
Pan:
< ↑ > **Pan up**   = view up, patterns down
< ↓ > **Pan down**   = view down, patterns up
< ← > **Pan left**   = view to the left, patterns to the right
< → > **Pan right**   = view to the right, patterns to the left

6.7 Help

In the menu Help you can find all the necessary documentation about the program
When you select **Help** you will find the Help section of the program. You can search for information about any topic in PatternMaker.
When you select **Manuals**, the documentation folder in PatternMaker will be opened, where you will find the PDF files of the manuals, for each version of PatternMaker a different one.
In the folder Leena you will find information about measuring and posture difference needed for using Leena's Pattern Collections in PatternMaker.

7   COMMANDS

The following commands are available in the Basic version of PatternMaker.
When you have a higher version see for more instructions into your User's manual.

7.1 Save command

SAVE a drawing

The **SAVE** command is used to save your pattern.
This can be a pattern made with a Pattern Collection (run a macro)
or it can be an own drafted pattern made with the Draw and Edit commands in your version (you need to have at least the DeLuxe version of PatternMaker).
First Run a macro as described before. A drawing appears at the screen.
* Select the Save command with the Save icon of in the File/Save menu.
* The Save file form opens.
   By default the folder Patterns in My Documents/PatternMaker /Personal files will be opened.
Note; In this example we will save the pants pattern that was made before.
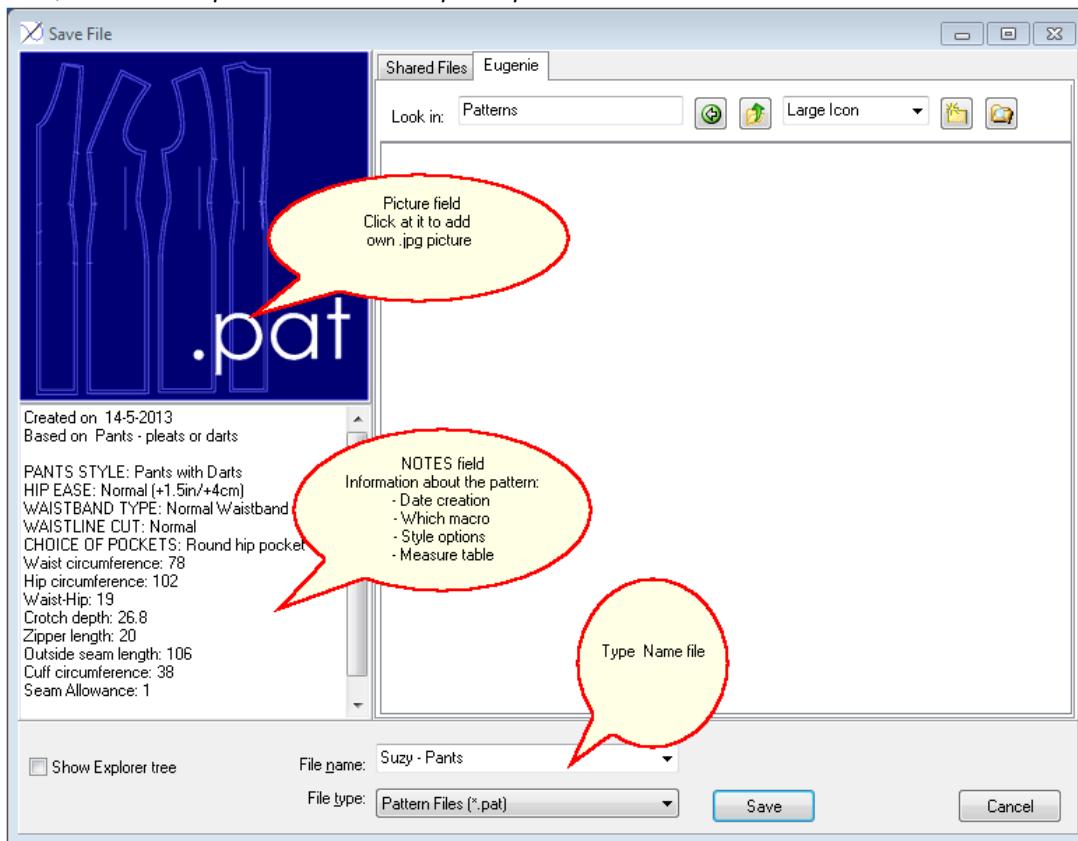
* Type the **name** of the file in the Name field at the bottom.
* Click at the left top at the **.pat picture**. You can browse to add your own .jpg picture to the file.
* At the left bottom side is the **Notes field**:
   o When you have run a macro you will see in the
      Notes field all kind of information about your
      selected macro :
      Creation date, which macro is used, your style
      options, the used measure table or
      measurements. You can also add own
      information. Just type it in the notes field.
   o When Saving an own drawn pattern the Notes field
      is still blank. Just type your own notes in this field
* Select **Save**. The file will be saved as a .pat file. The notes will be saved as a .txt file (the same name).
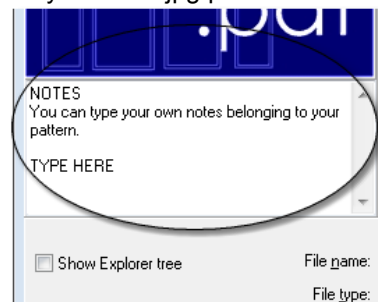
SAVE AS

With the **Save as** command you can save your file with a different name. The original file is not overwritten with the changes.

Use this command to save different versions of your drawings

Tip:

When you want to save your file somewhere else as the default patterns folder check the Show Explorer tree box.

Windows Explorer will open and you can scroll to the folder you want.

7.2 New command

Select yhe **NEW FILE** icon If you want to empty the drawing area and get a new blank page, or select the New page icon or go to the File menu and select New.

The program will ask whether you want to save the current page/pattern. Click Yes to save, or No to discard the page without saving.

7.3 Exit command

To **EXIT PATTERNMAKER** (**close**) after saving your work, select File/Exit or click the cross icon at the right-hand corner of the PatternMaker screen.

If you have not saved the latest changes on your work, PatternMaker will ask you to save your file before exiting.

7.4 Open command

The **OPEN** command will open a saved pattern.

Select the Open command with the Open file icon or via the menu File/Open.

- The Open file form opens. By default the folder Patterns in My Documents/PatternMaker/Personal files will be opened.
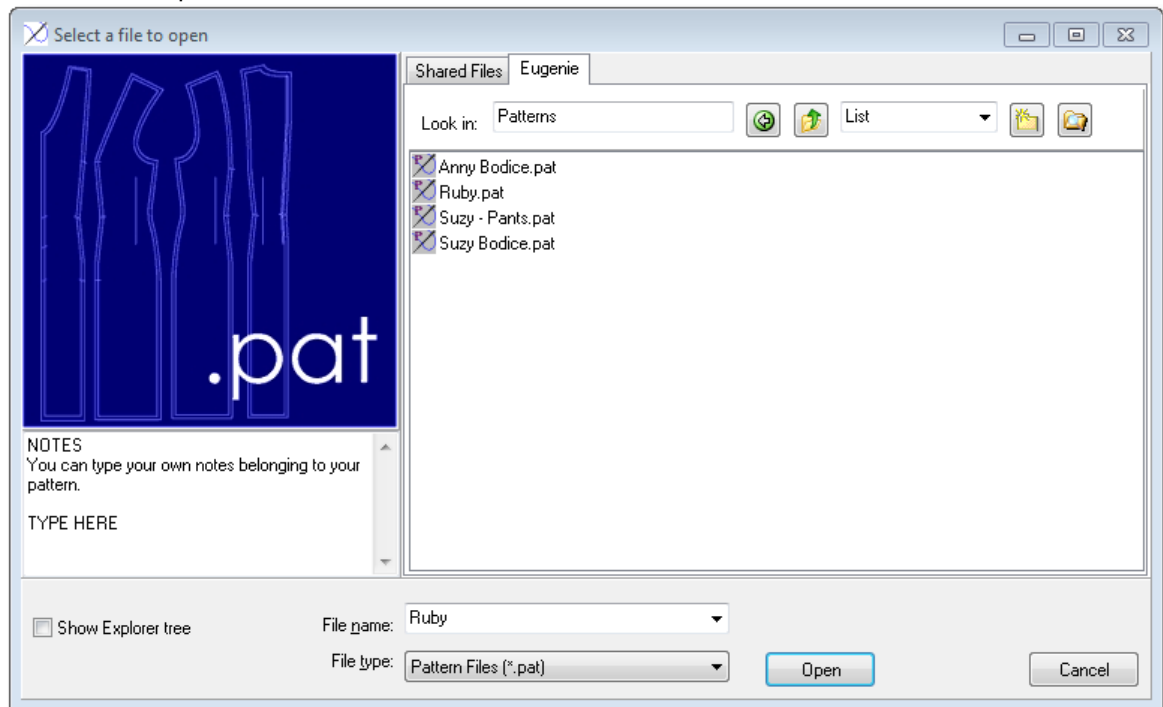
- Select the file you want to open.

  When you select a file you will see at the Notes field the saved notes for that file
- Select the Open button and the pattern will show at the screen.

Tip: Only one pattern can be opened at the time.
PatternMaker asks if you want to save a pattern even when you only had a blank page open.

7.5 Move command

MOVE an object

The **Move** command allows you to move pattern pieces on the screen
It is useful when you want to arrange your pattern pieces more economically for printing, when you want to make a fabric lay-out or when you need to move overlapping pattern pieces.
The Move command applies to whole objects (pattern pieces). You have to use the Move point command to move single points in an object (only available in DeLuxe version or higher).

MOVE COMMAND PROCEDURE :
Run the macro Fitting bodice from the designer Leena to exercise the Move command.

Start with a blank screen. Then select the Macro icon.
 Open the folder Leena/ Free stuff and select the Fitting bodice.
Select the option Bust Dart to side seam. When the measure table is asked click the Skip button.
Your bodice pattern will appear at the screen.
We will move the front part of the bodice a little bit to the left as a exercise. Follow the lines in the command bar and answer the last line.
1. Click on the Move icon at the left side with **LM**, or select "Move" from the Edit menu. The command name MOVE will appear in green on the right side of the status bar.
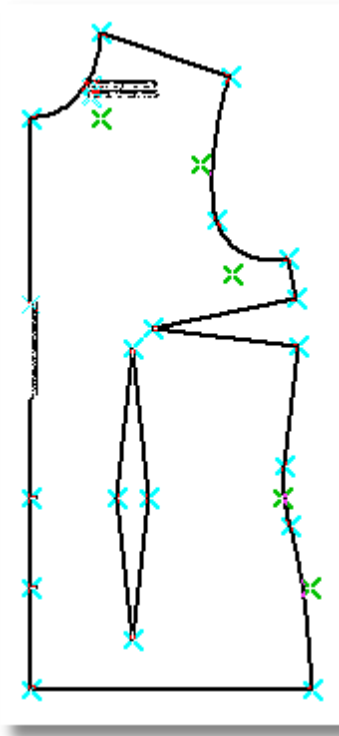   The prompt on the command line says `Select object (selection done is RightMouse):`

    ```
    Command :
    Move
    Select object (selection done is RightMouse) :
    ```
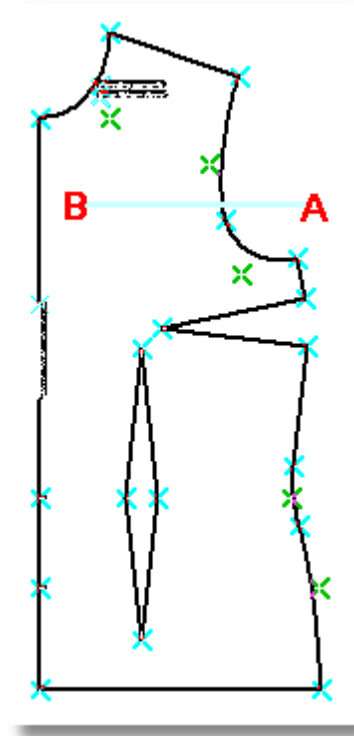
2. Click **LM** on the object(s) to move. You can select one or more objects simultaneously by repetitive clicking. Unselect a selected object by clicking again at it.objects as you want
    The command line will keep you informed as objects are selected and unselected. A selected object is **highlighted**. (**see picture 2**)
    If you want to move a whole pattern piece, be sure to select all of its pieces – i.e. darts in a bodice piece, grain line marks, etc.
3. To stop selecting objects click **RM**. (*you are finished selecting objects or points*)
    The **RM** help menu will be opened. Choose "Done Selecting".
    The prompt on the command line says `Base point?`
4. The base point (the start of the move) is like grabbing a handle on the pieces to move. Simply click **LM** somewhere within the selected object(s), or you can select a specific point with the snap endpoint turned on (A in picture 3).
    The command line will now ask for `Destination?`
5. Move the mouse around to move the piece(s), or enter a destination by typing a position in coordinate format.
    You will see a light blue line showing the **origin and destination** of the piece(s). See picture 3
Note: Do not "click and drag." Click once short where you want to start moving the pieces (base point); release the mouse button;
    and then click again where you want them to end up (destination).
6. When the pieces reach the desired location, click **LM** to release them and set the destination. (B in picture 3)
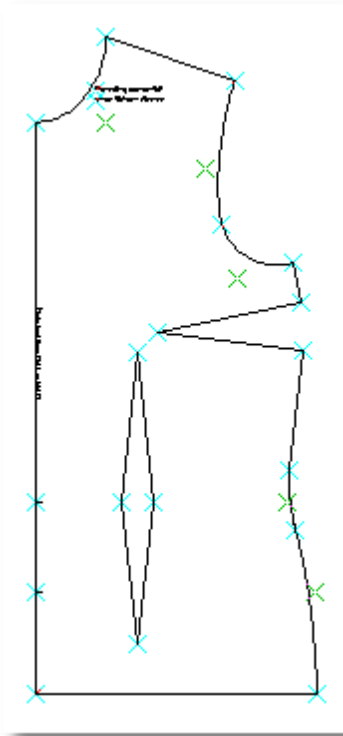
| Picture 1: Unselected object | Picture 2: Selected object | Picture 3: Moved from A to B |

7.6 Rotate command

The **Rotate** command rotates one or more objects around a "center point".
It is useful when you want to arrange your pattern pieces more economically for printing, when you have to rotate a pattern for the fabric lay-out or when you want to edit your pattern.
The Rotate command applies to whole objects (pattern pieces). You have to use the Rotate point command to rotate single points in an object (only available in DeLuxe version or higher).

ROTATE PROCEDURE

To exercise the Erase command we will use the patterns of the Fitting bodice from the designer Leena drawn with the Run macro command.
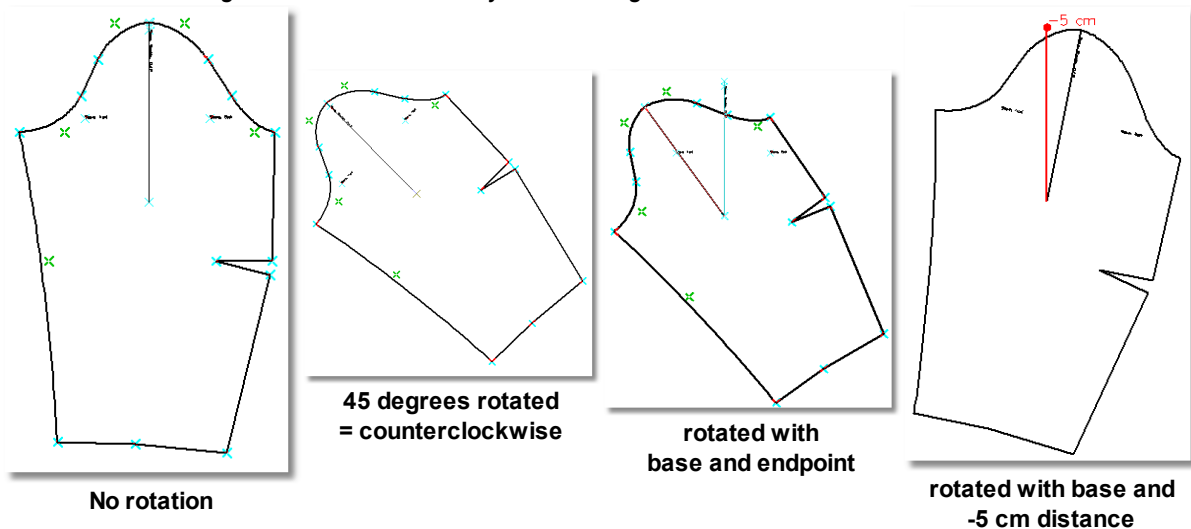Read the command line carefully for the questions to answer!

1. Click the Rotate icon, or select "Rotate" from the Edit menu. The command name ROTATE will appear in **green** on the right side of the status bar. The prompt on the command line says Select object (selection done is RightMouse):
2. Click **LM** on the object(s) to rotate (here: select inside the sleeve).
    You can select and unselect as many objects as you want by repetitive clicking. The command line will keep you informed as objects are selected and unselected. If you want to rotate a whole pattern piece, be sure to select all of its pieces – i.e. darts in a bodice piece, grainline in a sleeve, etc.
3. If you are done with selecting objects click **RM** .
    If the Right mouse Context menu is set On you will get a menu to choose from. Select **Done Se**lecting.
    The prompt on the command line says: Rotate about what point?
    To select the right point it is very helpful to turn on first the Snap Endpoint in the Status bar.
    If you want to cancel the command select "Cancel Command" instead of Done Selecting.
4. Click with **LM** on the point you want the pieces to rotate around – like the center of a clock. (here: select the end of the grain line)
    The prompt on the command line says Rotation (angle or base point of rotation):

5. You can enter the rotation angle in one of three ways:
    a) **Angle**: Type in the number of degrees you want to rotate the object(s).
        To rotate the objects 45 degrees counterclockwise (left), type 45 and press <Enter>.
        To go 45 degrees clockwise (right), type 315 or -45 and press <Enter>. (There's no cursor on the command line, and you don't have to click there -- just type the numbers.) After you press <Enter>, the pieces rotate, and you are done with the command.
        See figure 2
    b) **Base point and end point**: The base point is like a "handle" that you use to pick up the object(s).
        Click with **LM** at the sleeve cap point to indicate the base point.
        Next, move the mouse around and watch the object(s) rotate around the center point.
        As you do this, you will see two **cyan** (bluish) lines which indicate the angle of rotation between the two points. When the object has rotated as much as you want, click LM to end the rotation and "drop" the objects(s).
        See figure 3
        Hint: Using Snap To Endpoint or Snap To Grid when you select the start and end points will allow you to rotate objects to align with each other, or with a horizontal or vertical line.
    c) **Base point and distance**:   Click with **LM** at the sleeve cap point to indicate the base point (red circle), then type a number (here: -5) and <Enter>.
        The number represents either inches or centimeters, depending on the Units you are working in.
        Typing in a positive number will rotate counter clockwise. Typing in a negative number will rotate clockwise.
        See figure 4

You don't have to select the above choices from a list. Just start entering the information and PatternMaker will figure out which method you are using.

No rotation | **45 degrees rotated = counterclockwise** | **rotated with base and endpoint** | **rotated with base and -5 cm distance**

7.7 Erase command

 You may erase unwanted objects (pattern pieces) with the **Erase** command.
This command applies to objects and not to points. You have to use the Delete point command to delete single points in an object (only available in DeLuxe version or higher).

To exercise the Erase command we will use the patterns of Leena's Fitting bodice drawn with the Macro command.
1. Click on the Erase icon, or click "Erase" on the Edit menu.
   The command name ERASE will appear in green on the right side of the status bar.
   The prompt on the command line says: `Select object(selection done is RightMouse):`
2. Click **LM** on the object(s) to erase. Here: the front part of the bodice.
   The selected front part will be highlighted.
   If you select another object by accident, just click on it again to un-highlight it.
   You can select and unselect as many objects as you want by repetitive clicking.

3. If you are **done with selecting objects** (here: you have selected the front part) click **RM** .
   If the Right mouse Context menu is set On you will get a menu to choose from. Select **Done Selecting**. The object(s) you selected will be erased.

Tip: *When you want to erase one or more objects check if everything you wanted to erase is highlighted.*
Tip: *You may use the Zoom Area icon during the selecting of objects when you want to erase more than one object. See* *Selecting objects* 13

7.8 Undo - Redo command

UNDO a mistake
If you make a mistake or want to return to the precious stage of work you can use the **Undo** command.
Click the Undo icon or select Edit/Undo.
The Undo icon appears only after you have drawn something on the screen.

REDO
With the **Redo** command you can go forward again after you have used the Undo command.
Click the Redo icon or select Edit/Redo.
The Redo icon appears only after you have used the Redo command.

8 PRINTING THE PATTERN

When you have your patterns on the screen that you want to print, there are a few simple steps to follow>

Unless you have access to a plotter or a banner printer, all your pattern pieces will not fit on complete sheets. With a A4 printer PatternMaker automatically breaks the pattern up in multiple pages.

- **Select your printer**
- **Decide what you want to print**
- **Arrange your patterns on the pages**
- **Preview the print**
- **Print the pattern**

8.1 Selecting the printer

First you have to define with which printer and size of paper you want to print out the patterns in PatternMaker

Select "**Print Setup**" from the File menu.
From the drop-down list, select the printer you want to use. Normally your default printer is selected.
If you want to install a new printer, you must do so prior to this step.
Every Windows printer can be used for printing the pattern.

Select also the **size of paper** you want to use, depending on the used printer and the **portrait/ landscape orientation**.

8.2 Arranging the pattern

We advise you when you want to print your patterns to arrange your pattern pieces first to get an efficient use of your pages.

PAGE GRID
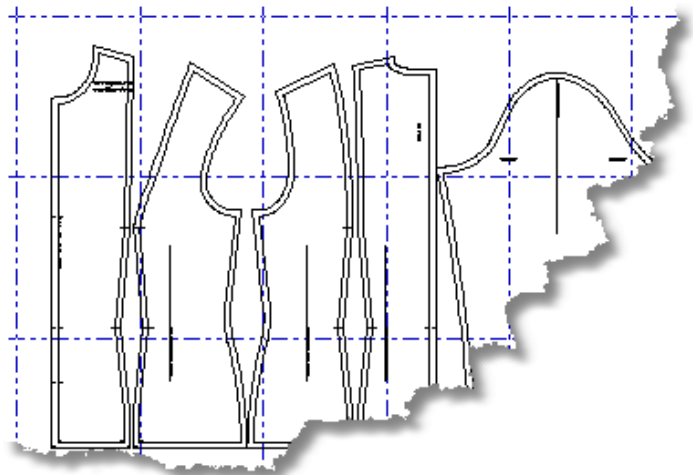Turn on the page grid with the **F12** key.
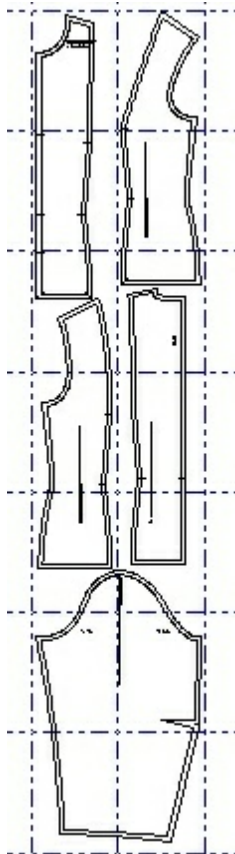On the screen you will see the pages in blue lines, that will fit your paper size. You can see how your patterns are arranged on the pages, **the page lay-out.**

You can switch from portrait orientation to landscape by selecting "Print Setup" from the Print menu. Depending on the pattern, this may change the number of used pages.
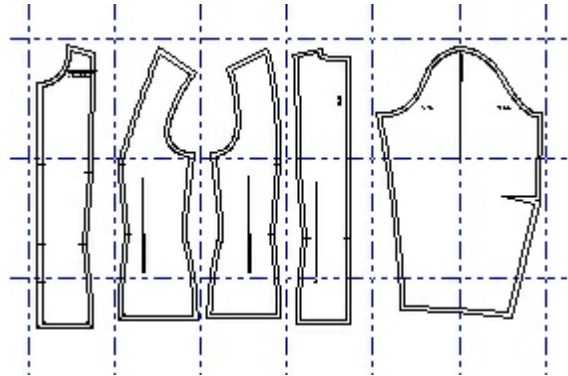
By using the Move and Rotate command you can re-arrange the patterns on the pages (see chapter Commands: Move [19] and Rotate [20]).
When you move all the patterns in a column of 2 or 3 pages wide you will need less pages for printing.

**patterns arranged
next to each other**

Tip:
*When moving and rotating the patterns turn off the snap functions
(turn on Snap Off).*
We advise you also to turn off the points with <F5>.

**patterns arranged
under each other**

8.3 Printing

There are print commands for:
- **the whole drawing**
- **selected area**
- **selected objects**

1. Print

Click the Print icon or select File/ Print
This will print **all the objects** in the drawing, using as many pages as necessary.
This command opens directly the Print Preview window (see next chapter Print Preview 25).

2. Print Region
This will print a rectangular area of the drawing.
1. Select **"Print Region"** from the **File** menu.
2. Left-click to specify one corner of the print area (*the left top corner).*
3. Move the mouse to the opposite corner
4. Left-click to specify the opposite corner of the print area.
5. The Print Preview window opens (see next chapter Print Preview 25).
You can use print Select if you want to print or re-print specific parts of your pattern.
Note: It will also print other objects laying on the pages to print.
Note: PatternMaker will center the selected region on the page for printing.

3. Print Select
This will print one or more specific pieces.
1. Select **"Print Select"** from the **File** menu.
2. Left-click to select the object(s) you want to print.
3. Right-click to stop selecting.

4. The Print Preview window opens (see next chapter Print Preview 25).
You can use print Select if you want to print or re-print specific parts of your pattern.
Note: It will also print other objects laying on the pages to print.
Note: PatternMaker will center the selected pieces on the page for printing.

8.4 Print Preview

When you have selected one of the print commands the **Print Preview** window opens.

PRINT AREA TAB

The yellow grid lines across the drawing represent the printed pages. A page counter in the lower right corner shows you how many sheets of paper will be needed. The preview shows you if any critical part of the pattern will fall on a page intersection.

By default, all pages in the drawing are selected to print.
Shaded pages are not printed.
You can click on individual pages to select or unselect specific pages that you want to print.
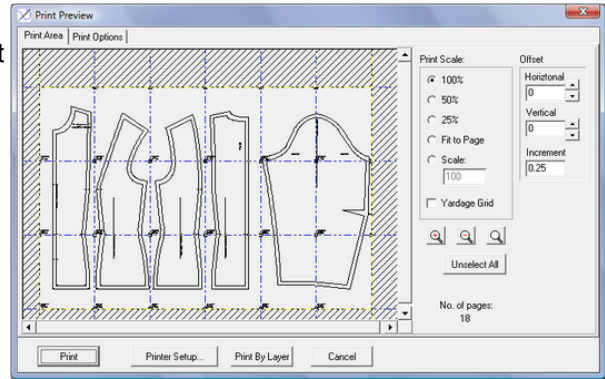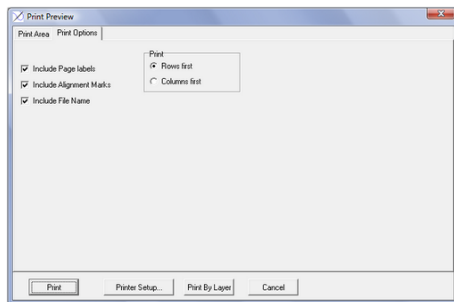
Print scale:
Scale options are available, if you want to print a reduced version of your drawing (scale 50%, 25% or user scale).
Use "Fit to Page" to create reference sheets.
The Fit to Page option is great for printing a fabric layout diagram on one page! Turn on the checkbox Yardage Grid if you want to see the red yardage grid lines on the print.

PRINT OPTIONS TAB

The **"Print Options"** tab lets you specify whether page labels and alignment marks are printed, and specify whether to print rows first or columns first (default is rows).
Check before printing if it is set right.

When you are satisfied with the Print Preview just click at the **Print button** and your printer will start printing the pattern.

ROWS/COLUMNS

Each page that you print is optionally labeled with alignment marks and row/column indicators.
Rows are horizontal running across the pattern from left to right; columns are vertical, running from top to bottom.

Together, they help you assemble your multi-page pattern quickly and easily.
The name of the file being printed is also included.
The row and column indicators tell you where a particular sheet of paper should be placed in the layout.

The pages are printed in order (of row or column), left to right and top to bottom (see illustration left), so if you assemble them straight from the printer, you will find that it is an easy task to keep them organized. Align the pages as described below, and tape them together with cellophane tape.

Use plenty of tape, and be sure to apply tape at the points where the border of a pattern piece crosses from one page to another.

ALIGNMENT MARKS

The alignment marks appear on the pages as shown in the illustration.

Each corner of the page represents one-quarter of a circle. Match the corners together with the adjoining pages to form a complete circle. Do not overlap the marks; simply match them together. Every four-page intersection should resemble the illustration (far right).
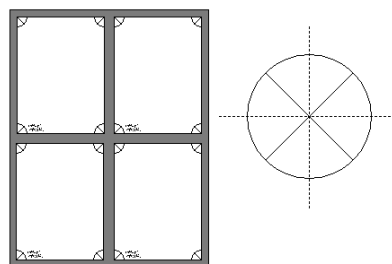
Here's a hint for assembling pages at home: use a picture window or glass door as a light table. By sticking the pages on the window as you align them, you can see through two pages to get the alignment marks together. This is especially important if your printer leaves white margins around each page.

PRINTING BANNER PAPER

When your printer is able to print banner or in columns you can use the special banner paper for it. This will decrease the amount of pages to tape together, only columns need to be taped together.

When you use banner printer you have to set that option in the **Print Setup** form otherwise your printer does not know that you use banner paper.

Also in Print Options the "**Columns first**" has to be checked to print the pattern in columns.

Then count the necessary amount of pages you will need, rip them and put them in your printer.

Printing Tips

1. Use the Move and Rotate commands to arrange pieces close together to use the paper most efficiently.
2. Move pieces you don't want to print to a different layer and turn it off.
3. Select or unselect specific pages in the Print Preview window.
4. Print a layout reference sheet with the "Print to Single Page" option.
5. Use "Print Select" to print one or more specific pattern pieces.
6. Use "Print Region" to print everything within a rectangular area of the drawing.
7. When you want to use banner paper select from your Print Setup the right paper settings for banner. How you set this will depend on your printer type. Look in your printer help manual.
   Check in the Tab Print Options the option "Columns first".

9   YARDAGE GRID

PatternMaker can help you with the calculations in determining yardage, but it is still up to you to make certain decisions, such as how many times each piece will be cut, which pieces need to be placed on a fold, and whether the fabric will be laid out in a single or double layer.
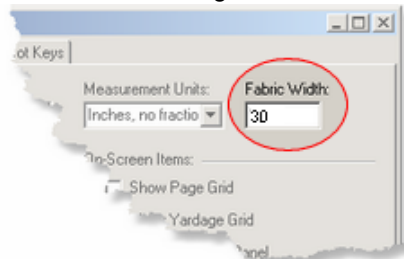
DEFINE THE FABRIC WIDTH

From the **Settings** menu, select "Configure Defaults," and then click on the *Program Settings* tab.
In the field labeled "Bolt Width," enter the width of fabric you wish to use by default.
If your pattern pieces will be normally laid out on double layers of fabric, enter half the fabric width in the Bolt Width field.
For example, if your 60" fabric will be folded in half, enter "30" for the bolt width.
When you want to change this width for a certain layout, just click the yardage indicator field in the status bar and change thenumber of fabric width.


Configure default
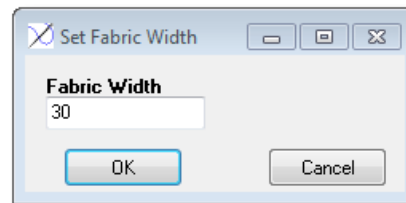
Status bar

YARDAGE GRID

Turn the Yardage grid on and off with the Hot Key <**Ctrl**>+ **F12** button.
The yardage grid will display a rectangular shape that is as wide as the number you entered in the Fabric Width field. The yardage is represented in the drawing area by a red dotted/dashed line.
Keep in mind that the initial arrangement of pattern pieces drawn by the macro will not represent a realistic fabric layout arrangement. Some pieces may overlap, and you will almost certainly find that one or more pieces extend past the first width of fabric.
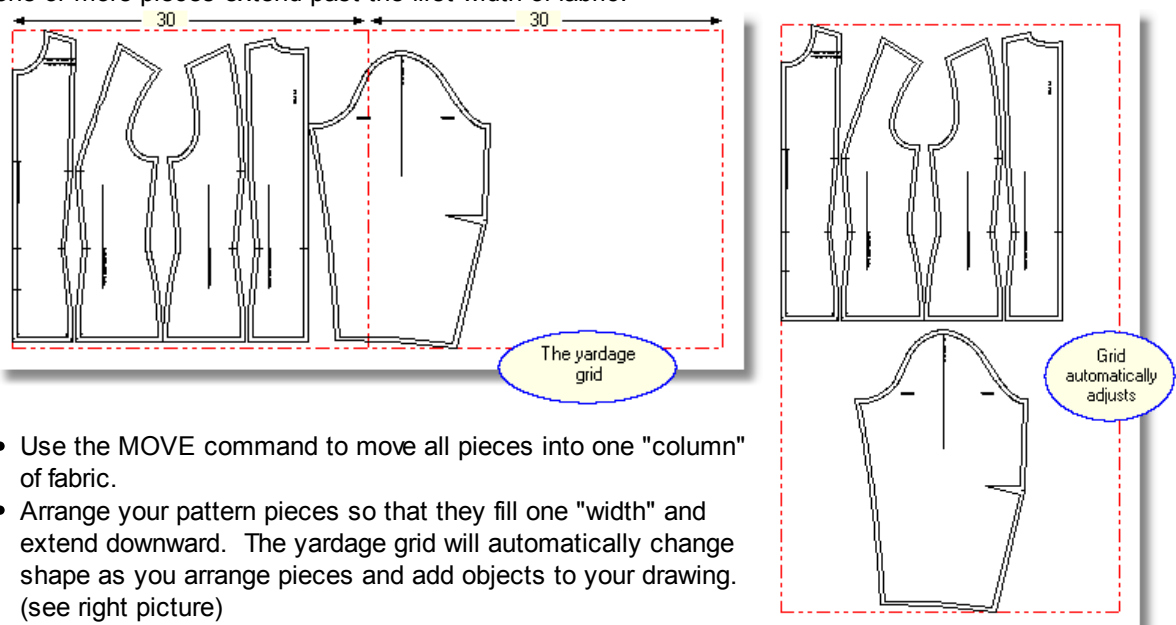
- Use the MOVE command to move all pieces into one "column" of fabric.
- Arrange your pattern pieces so that they fill one "width" and extend downward. The yardage grid will automatically change shape as you arrange pieces and add objects to your drawing. (see right picture)

When you are satisfied with the arrangement of the patterns on the fabric check the yardage indicator on the status bar. This will give you the amount of yards/cm needed for the fabric lay-out.
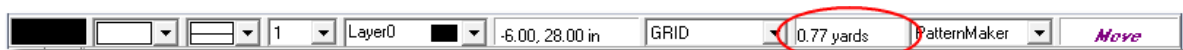
PatternMaker Software

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